

The Killing

three players game about political assassination by Kamil Wegrzynowicz

Setup

You'll need black ● and white ○ tokens.

Dictator is (everyone chooses one):

popular, paranoid, puppet, cruel, effective, old, hated, zealous

You are (everyone chooses one):

ruling regime, dissidents, poor, wealthy, supported by someone, vengeful, cynical, minority

Imagine a country. Name characters and dictator.

Put ●● and ○ into bag.



Play

Take turns. In your turn narrate (choose one):



Preparation

You endanger
(choose) :

plan - add ● and
○ to the bag

you - add ● to
your pool

others - add ● to
other player's pool



Hesitation

Add ● to bag and
remove ● from
your pool



Back up plan

You endanger
(choose):

plan - add ● to
to the bag and ○
to your pool

others - add ● to
other's pool and
and add ○ to
your pool



Assasination

Triggers
Endgame



Endgame

Take two random tokens from the bag.

●● - you failed

● and ○ - you've killed the dictator but situation goes awry

○○ - you did it and achieved your goals

Check your pools.

only ○ - you're safe, describe

more ○ - you suffer but survive, describe

more ● - you're caught, describe